
USER MANUAL

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Credits

Installation and requirements

Ounaid requires a Pentium III level computer running at 800Mhz or higher. We recommend a 1Ghz Pentium III level computer or better for optimal performance.

Ounaid requires at least 256Mo of RAM or 512Mo for better performance.

Ounaid must be installed on a Linux system where also the SDL and Glu libraries for OpenGL needs to be installed.

The versions are :

SDL 1.2.5 (or newer version)

OpenGL API 1.2 (or newer version)

The game requires approximately 50Mo of hard disk space for all multimedia features to be installed.

It requires a display of at least 800x600 and 32MB 3D graphics card to play.

To install Ounaid on your Linux system:

- Open a terminal window.
- Decompress the tar Ounaid directory (use the "tar -xvzf" command).
- Then go into the unzipped directory called "Ounaid". (command: cd Ounaid)
- Use the command "make" to compile the files of the game.
- Now you can play the game, all you have to do is to type "./ounaid" and the game will start.

Introduction

Ounaid is a shoot'em up game in which you kill all the monsters by using infinite bullets. The scenario of the game takes place on earth in 2056 after a nuclear war, Ounaid is running after his grandmother, the goal of the game is to kill the grandmother, the big boss of the game. A lots of monsters will try to kill you before you arrive to the grandmother. The game is finish when the grandmother has been killed.

Ounaid is a 3D video game, but the character only move in a 2D world since he can not jump. So the game looks like a 3D game, by the landscape, the design of the characters but you can only move in a 2D world.

Ounaid is destined to a public who wants to have fun, and that's all, there is no reflexion in this game. The only goal is to kill the maximum number of monsters. There is unlimited bullets so shot as much as you can and try to relax yourself.

This game has been created on a GPL licence, which allows every developer to modify the source code in order to change or improve the game.

The GNU General Public License (GPL)

Version 2, June 1991

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The story

Earth 2056, 50 years after the terrible nuclear war between USA and Europe. Most of humanity as left. Fear and blood have replaced trust and love. The night has been here for 50 years. Huge grey and black nuclear clouds have been hiding the sun.

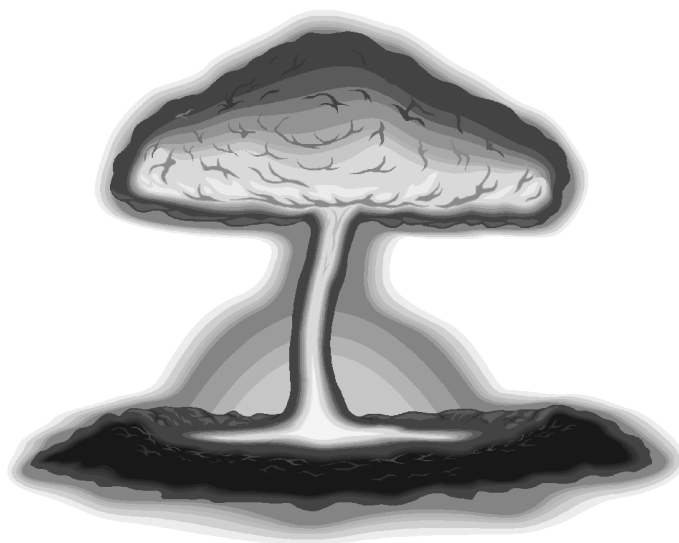
But some of humans have resisted. The natural life has not been erased everywhere ! In the little and quiet town of "Roxage city" the life has been saved. In a little house a grandmother is preparing a mushroom soup for her little boy : Ounaid.



But she didn't know that the mushrooms came from a forbidden and abandoned field behind the nuclear fog near the city. For financial reason, the mushroom company had to sell the mushrooms from this field. The mushrooms were nuclear infected.

When the grandmother taste the soup before offer it to Ounaid, she became an horrible zombie ! Then, she leaves the house. The little child Ounaid who has seen all the scene wants to protect the last humans. He find a plasma gun in the kitchen (his grandmother used it to protect her house from the zombies) and decide to run after her. But what he didn't think about was that a lots of people from the little city ate the infected mushrooms. So now terrible monsters are destroying all the city.

Ounaid, the little hero is alone with his gun, and he has to fight all the monsters who are destroying the city and trying to protect his grandmother, the big boss, he has to eliminate all of them before fighting his grandmother.



The main game interface

Upon loading Ounaïd, you are presented with two options: Start or Quit. This is the main menu of the game. When you have been killed, the game will restart on this screen, so you have the choice to start a new game from the beginning or to quit.





You can choose one of both options by using the mouse and the left click on the menu, or use your keyboard with the “s” key to start and the “q” key to quit.

Keyboard commands



All the commands are on the keyboard, the use of the mouse is not available on this version.

There are a number of keyboard commands that can streamline your game play.

<i>Key</i>	<i>Effect</i>
	Allow Ounaïd to go on
	Allow Ounaïd to go back
	Move Ounaïd to the left
	Move Ounaïd to the right
Space	Shoot
Echap	Quit the game while playing
F1	Switch between full screen and window mode

Game characteristics

Level

The game contains one level. This level is the place where Ounaid will try to find and kill his grandmother.

Your limits of movement in the level are the walls on the left and the right.

The level is divided in nine screens where you have to fight the monsters. Each time you arrive in one of these screens, the camera will stop and three monsters will appear. You can only continue to go on when you killed the three monsters on the screen.

After the first nine screens, you will have to kill the grandmother, the final boss in a tenth screen.

The game start in front of the grandmother house in a garden, then you will move into the town of "Roxage city". You will discover some different scenery while playing like a road, a park or a townsquare.

The Quake3 .bsp file format is owned by ID Software.

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Weapon

Ounaid has got one gun. He found this plasma gun in his grandmother kitchen. As a plasma gun you are not limited by the number of bullets, the gun has got infinite bullets.

The keyboard key allowing the player to shoot is the space key. You can shoot in only one direction at a time.

Characters characteristics

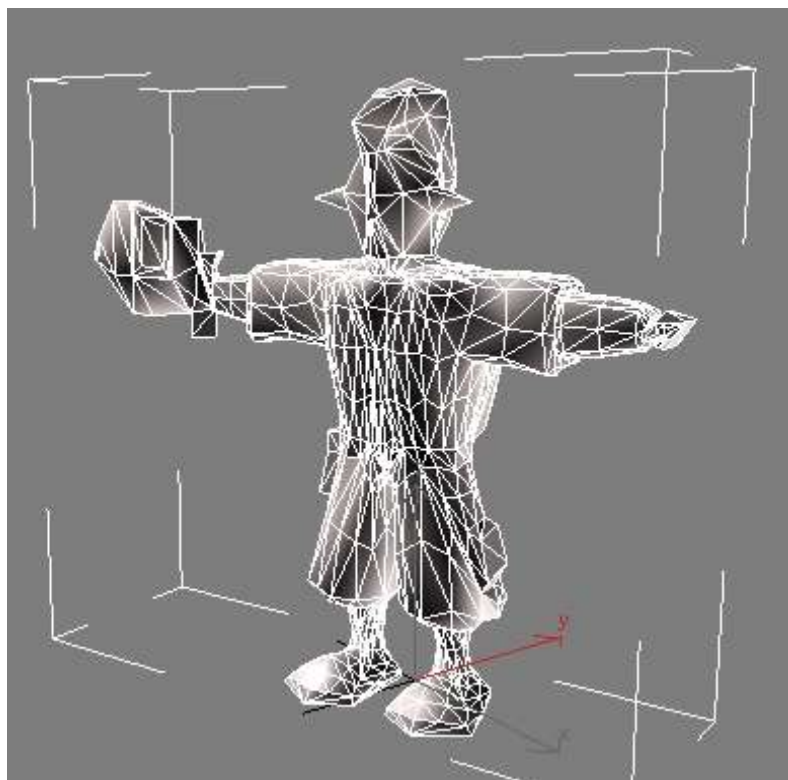
Ounaid

Ounaid is a seventeen year old boy who has got a plasma gun and who is running after his grandmother. His father was a “gnome” and his mother an human, so our hero is half human and half gnome.

To move the character use the cursor key, Ounaid can move on the left and right, and can go on and back. When you keep one of the key pressed Ounaid will run in the specified direction. The space key allow Ounaid to shoot with his plasma gun.

Ounaid has only one life, so when you die you must restart the game from the beginning. Ounaid has got three life points, thus he die when he has been touch three times by any of the ennemies.

To kill a monster, you only have to shoot him one time, if the monster has been touch he will disapear from the screen.



Monsters

Before find and fight the final boss, Ounaïd will meet a lot of monsters on his way. They have all been contaminated by the infected mushroom and will try to kill him to protect the grandmother.

There is six monsters at all, but to fight the grandmother and kill her (the goal of the game !), you will have firstly to beat nine times three ennemies.

The monsters don't have any weapons, they are just moving and walking to you. So the only way they can kill Ounaïd is by touching him. When our young hero has been touch three times by any of the monsters your game is finish and you have to start from the beginning.

A monster die when Ounaïd touch him once with his plasma gun.

Here are the six monsters you will have to destroy:



Corpse

A scary guy who has been attacked by mutant creatures.



Goblin

After the nuclear war, a new race appeared, born from earth.



Hunter

A soldier who has been mutated into an undead hunter. He moves very fast.



Invader

A space alien who has landed here by accident.



Ogro

A huge meat pack.

**Wraith**

An undead wizard who uses the power of magic.

All of these monsters have a different speed of movement, so some of them are more difficult to kill than others.

All these models belong to their creator at Polycount (<http://www.polycount.com>).

The Quake2 .Md2 file format is owned by ID Software.

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End boss

After you killed all the monsters, you will be in a tenth screen in the front of the grandmother, the big and most dangerous ennemy you ever met.

This time one shot will not be enough to kill this monster. You will have to touch her ? to finish the game.



Getting support

Players are encouraged to check out the main Ounaid website (<http://ounaid.atedi.net>) where the development team is available at and can talk to you to help you out with problems. You can also find the development team emails in the credits section. Software updates and more information will also be available on the Ounaid website.

Frequently Asked Questions

- *What is SDL?*

The Simple DirectMedia Layer (SDL) library is a cross-platform multimedia library designed to provide easy and consistent access to graphics, sound, and user input, under a large number of operating systems. It is used by many popular games, most notably by most of the games published by Loki Entertainment.

- *What is OpenGL?*

OpenGL® is a low-level API that combines the ability to render top quality 3D graphic images with leading PC performance.

- *My 3D card is fully OpenGL compatible but my game still crashes*

To make the game that demands OpenGL run please download the latest versions of drivers available at vendor's page.

- *I would like to run Ounaid on an older computer. Is there anything I can do to do this?*

Yes, most of the hardware requirements of Ounaid are defined in the Hardware requirements section, but depending on some other factors, Ounaid can probably run on an older computer with less hardware capacity.

- *I would like to run Ounaid on another Operating Systems than Linux, Windows for example, what can I do for this?*

Ounaid has been developed to run on a Linux system, however it could be easily modified to work on a Windows or Mac Operating Systems.

- I can't install the game.

The main reason for this problem is that SDL and Glut libraries are not installed on your computer or you have got an older version installed. Check the SDL website (<http://www.libsdl.org>) to download the most recent version.

- How do I pay for the game ?

You don't have to pay to purchase the game. This game is published with the free licence GPL. Go to the website <http://ounaid.atedi.net> and download the last version of the executable.

- Can the game be modified by users?

Ounaid has been created on a GPL license that allows anyone to modify the source code of the game. For more details, check the GPL license section.

Credits

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